
Subject: Water Fall

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:56:00 GMT

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The "Misty kinda bits" I think that your talking about emitters (they create mist) are found in Leveledit: Dummy Object -> demo level -> water. quote: Are they in the objects route thingy? I don't know what you mean but I think I answered that above. The brush size can be modified by making the length settings of the object a different size. DO this on the modify tab, just after creating the mesh. The length settings are just under the size settings. Small = small brush stoke. setting the Opacity \% to a lower level edits the amout applied. E.X: 5\%= very light and 100\%=very dark. I used the wash.tga in pass 1. If you have any more questions, E-mail me at Maytridy@rochester.rr.com. [December 27, 2002, 14:21: Message edited by: maytridy]
